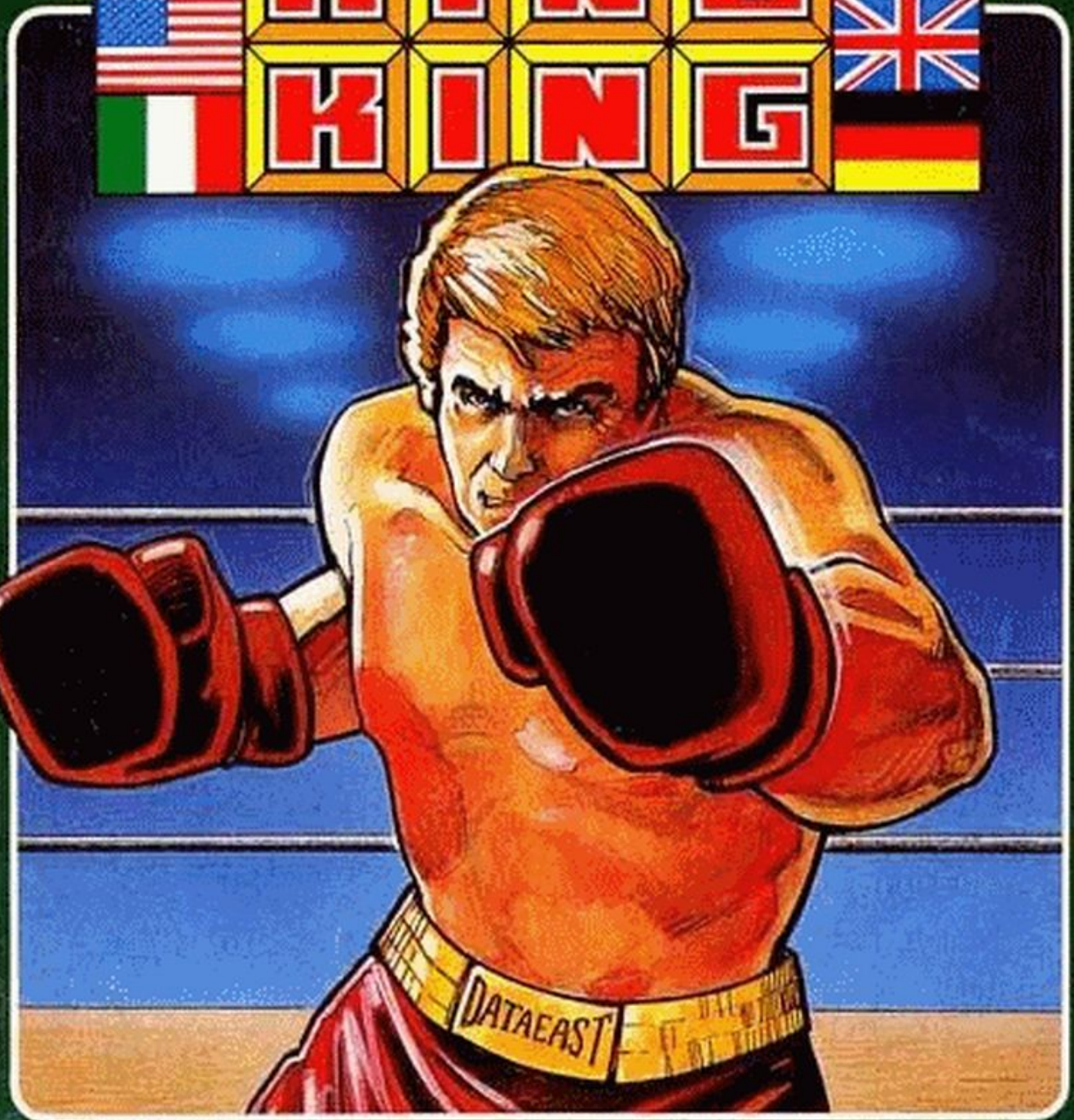
NES – RK – USA

RING KING



INSTRUCTION MANUAL

DATA EAST

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Nintendo
ENTERTAINMENT SYSTEM®

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

Challenge your friends or your computer to the Data East Championship Title Bout. Challengers from around the globe, each with his own style of boxing, kunckle up to take the title. Win by knock-out or points using a wild assortment of hooks, jabs, uppercuts, and combinations. You, too, can become the RING KING!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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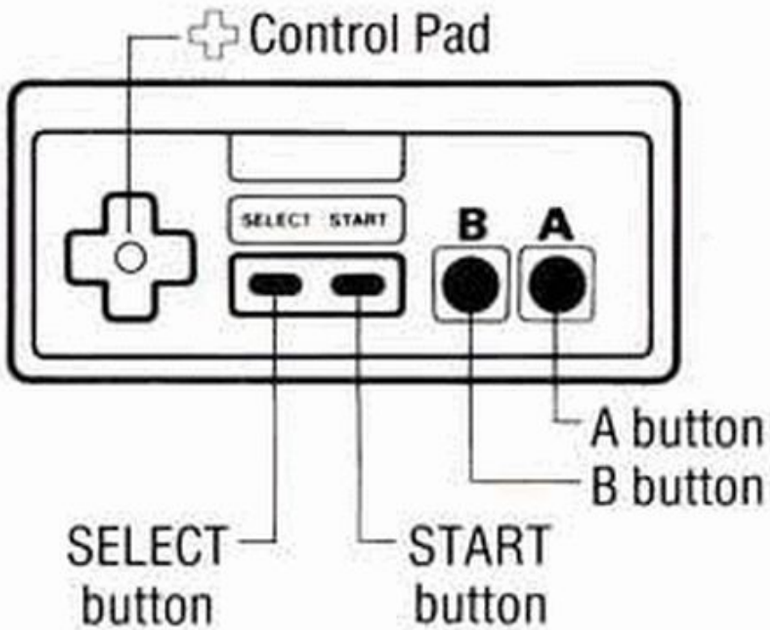
1. PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game
Controller 2 – For second player in 2 player game

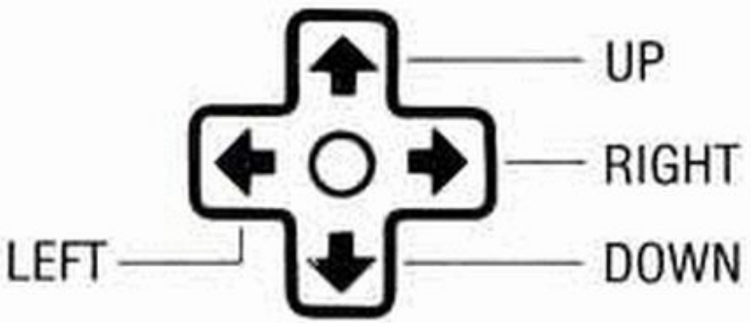
Controller 1/Controller 2



A button: Punch.
B button: Defense/dodge.

Control Pad

Moves your player around the ring.



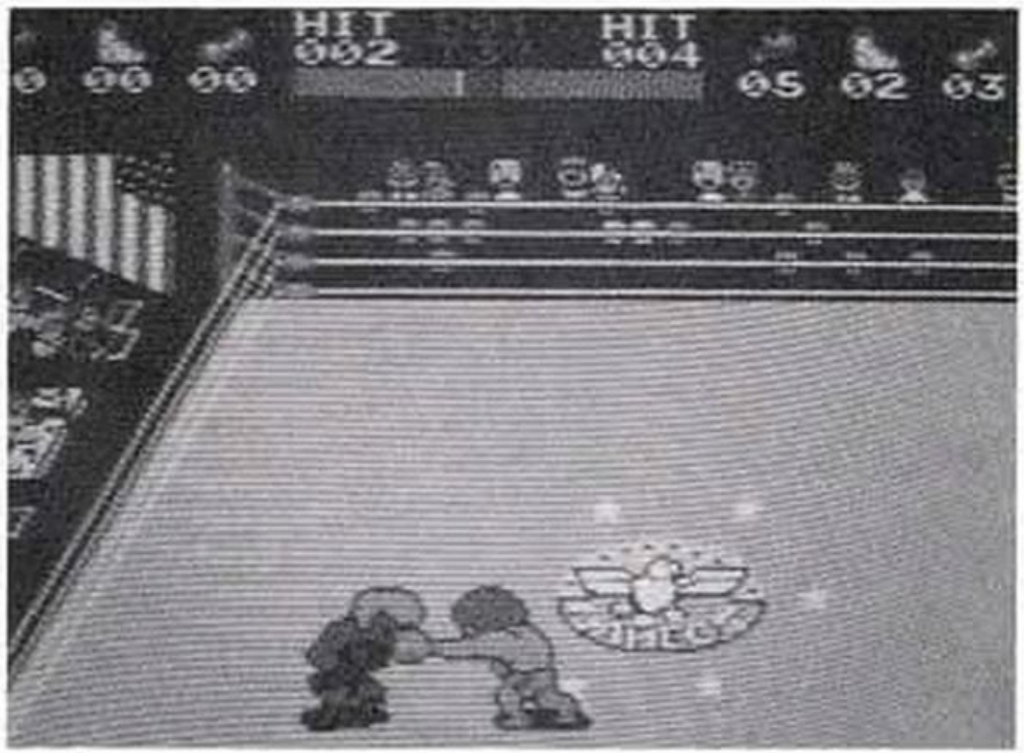
SELECT button

When this button is pressed, the mark (▷) will move between the six modes of play: Training, Ranking, Tournament, 2-Player VS, Watch 1, and Watch 2.

START button

Press this button to begin.

Pause: If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.



3. HOW TO PLAY

Power Points

A player's ability is indicated on the screen by the number of Power Points. These Points can be distributed to three components: Punch, Speed, and Stamina.

You have only 9 Power Points at the beginning of the game. Enter the Training mode to increase your player's power. As you gain Power Points, enter the Ranking Tournament and Championship Bouts, or compete against your friends.

Password

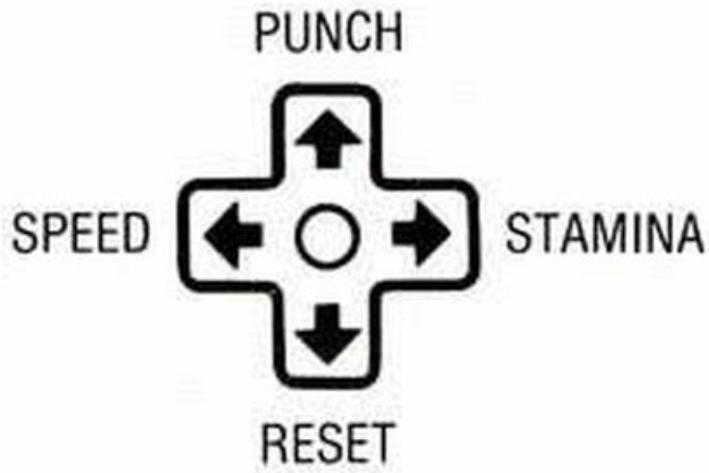
At the end of each bout your new Password will appear at the bottom right hand corner of the screen. Keep this 10-digit "word" in your notes to record your statistics and Power Points accumulated during training and bouts. Use it to start a new game in the condition where you left off. Your Password is unique and stays with you no matter what system you are playing on, yours or a friend's!

Getting Started

There are 6 modes of play in RING KING, but remember to enter Training to increase your ability and power points before you can become a serious contender. Let's practice!

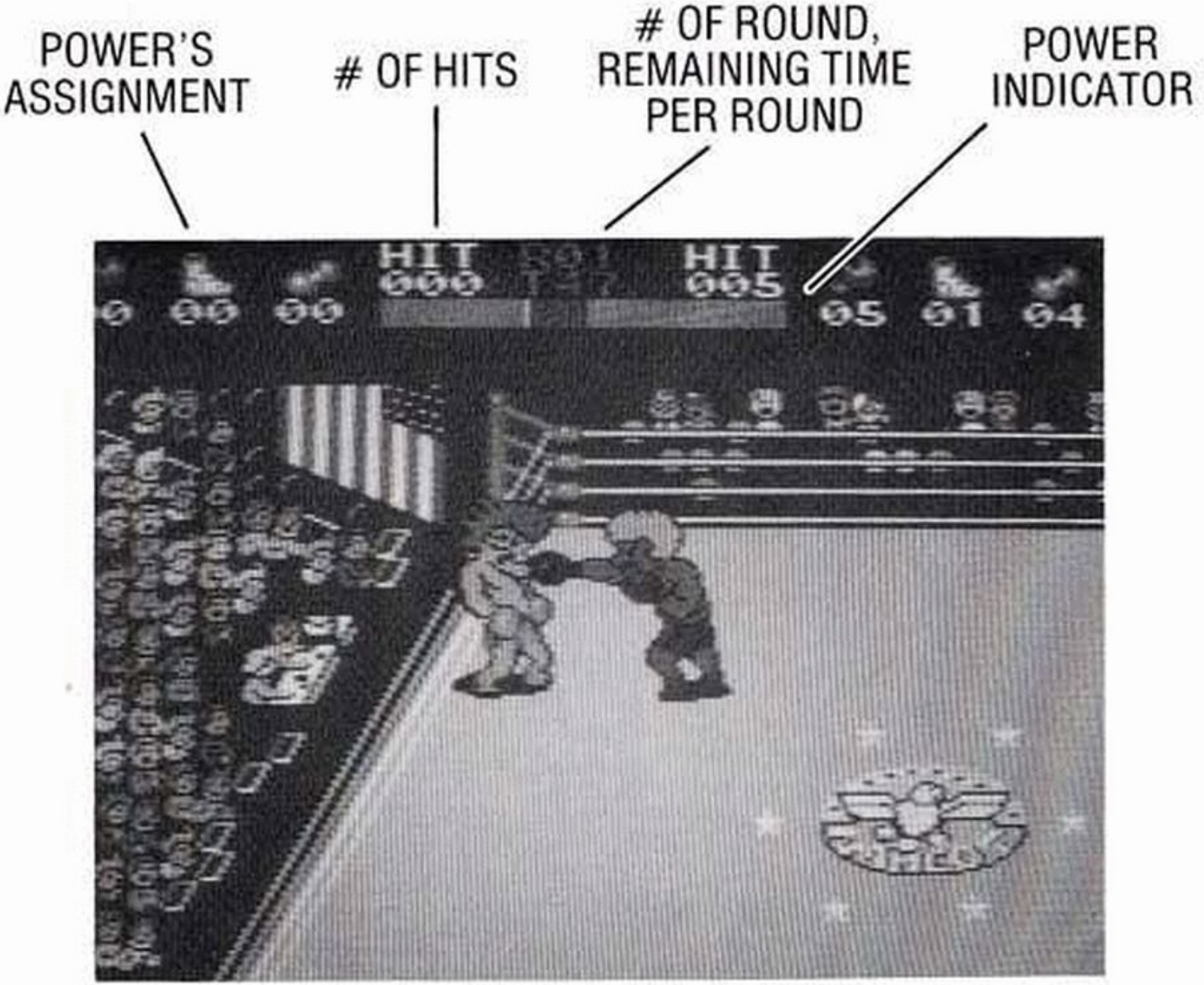
At the start of the game, your Statistics Screen appears. To enter your name, press the Control Pad left and right to select each letter, then press the Control Pad up or down to enter each letter. Then press the A button. Enter your Password the same way, then press the B button. (Note: If you don't use your Password, press the B button after entering your name.)

Press the START button and enter into the Construction Screen. Divide your Power Points between Punch, Speed, and Stamina by using the Control Pad.



Press the START button to begin the bout.

Screen Display



Rules

You can win by Knockout or Decision. If there is no winner by the final round, the player who has a larger number of hits is deemed the winner. If both players have the same number of hits, the player who has the most power is deemed the winner.

Between Rounds

Press the A and B buttons simultaneously as fast as you can. This will restore your power.

At Fight Finish

The winner is announced and any changes to your win/loss record and Password are displayed. Press the START button to begin the next bout.

Punches

Jab: Press the A button for a straight punch.

Body Blow: Face your opponent horizontally. Then press the B button to squat while pressing the A button to punch.

Hook: Face your opponent vertically. Then press the Control Pad in the direction of your opponent while pressing the A button to punch.

Uppercut: Face your opponent horizontally. Then press the Control Pad in the direction of your opponent while pressing the A button to punch.

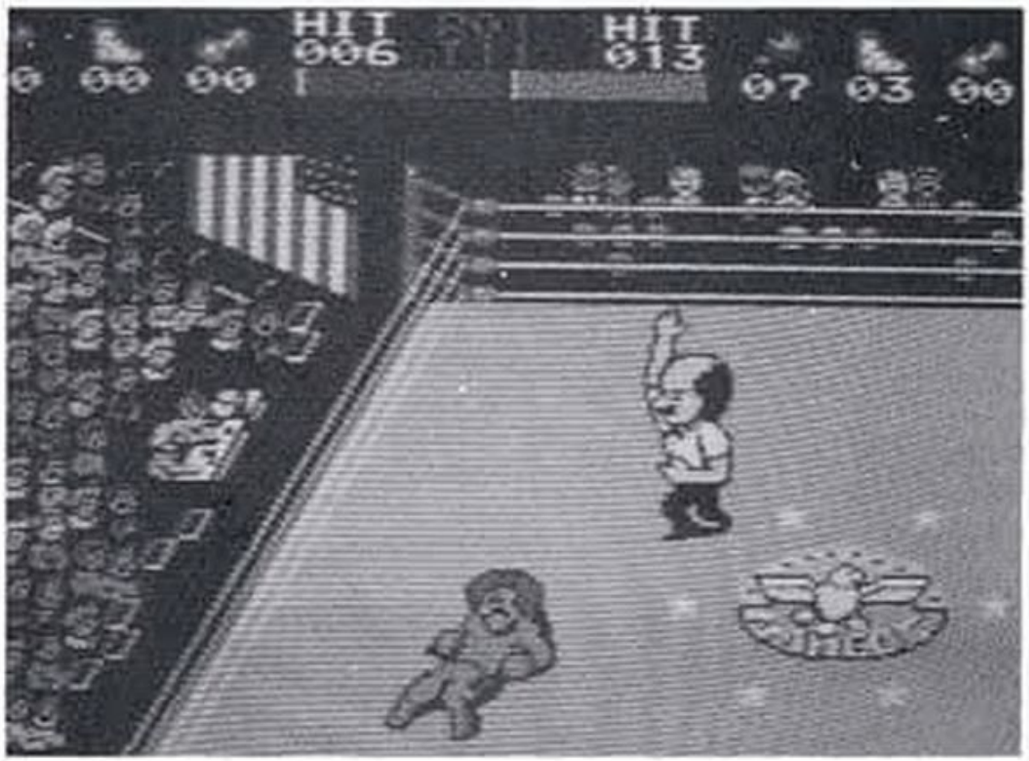
Defense Techniques

Your power decreases when you swing wide and miss, or you are hit by your opponent. A good defense maximizes your power. Avoid blows by pressing the B button to guard, squat, dodge, and so on.

Restoring Your Power

Restore your power in a **Clinch.** Get closer and grapple with each other. Both boxers will regain a small amount of power.

When knocked down, press the A and B buttons simultaneously as fast as you can to regain power.



Watch 1 Mode

This mode allows you to develop your strategy by watching your computer opponents fight each other in Tournament matches.

Watch 2 Mode

This mode allows you to set up two players to fight each other while you watch. After entering into the Construction Screen and entering your name, press the A button. You have 99 Power Points to distribute between 5 matches. Press the B button to move between the 5 matches. Then press the SELECT button to set up the second player the same way.

Press the START button to begin the Tournament.

4. PLAYING MODES

As we mentioned, there are six modes in this game, including the Training mode. The procedure for game play is nearly the same as in the Training mode, but a few modes have different methods of recording.

2-Player VS Mode

There are 5 fights between 2 boxers and each has 5 rounds. Players are able to participate using accumulated Power Points by entering their Password. The first player enters his name and Password. Then, press the SELECT button to enter the second player's.

Ranking Mode

Challenge first-ranked to fifth-ranked boxers in Rookie, US, and World Divisions. The rank you achieve is recorded in your statistics. Using the Password you receive at the end of each bout allows you to start at the rank where you left off.

Ranking Screen: Select your opponent by pressing the Control Pad, then advance to the next screen by pressing the START button.

Tournament Mode

Up to 8 players can participate in the Tournament mode. When the Tournament Board is displayed on the screen, decide the number of players by pressing the SELECT button, then record the names and Passwords of each participant by pressing the START button.

5. PLAYING HINTS

Special Punches

Try these punches by using good footwork when you have a high number of Power Points.

Spin Hook: Makes your opponent spin like a top. Harder punches make faster spins.
Strong Jab: Sends your opponent flying to the ropes.
Flying Uppercut: Makes your opponent fly high.
Super Flying Uppercut: Sends your opponent flying right out of the ring.

To Be a Champion

Training Hint 1: Use the ropes and corners to your advantage.
Training Hint 2: Use good footwork.
Training Hint 3: Use flurries of punches, rather than one punch at a time.
Training Hint 4: Distribute your Power Points carefully.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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